A new way of looking at the universe

HMKK Science

His Majesty King Ken

<u>Introduction</u>

I must reveal a truth, HMKK science is not accepted by the science Community as yet. So far, I'm the only one who has seen it. Others heard of the science but have never seen it. As promised, I am sharing the science. I wanted not to share it now, as it is still in its developing state. But I wanted to post it before my 24th birthday which is on August 31st of this year. I accept the faith that my science will not be fully developed by me, which is why I call it a development and not a theory. It is a new science as I explained to many scientists, for it is organized differently from the regular science we're accommodated with. First question you may ask: why should I bother to learn this science. Your second question may be: what differentiates you from the crackpots who have claimed to have new science. Well, to answer the first question, HMKK science is easier than regular science. HMKK science is strictly Universal, it looks at the universe in sets, and uses one to tell infinity and infinity to tell 1. HMKK science is not just knew but better. And for the second question, am I a crackpot? Well, I hope I earned the opportunity of your presence and interest for at least a while longer, for that's you to know and me to find out. Now, shall we dive into the science?

Fundamental equations

HMKK science explains the universe in action. Action tells that everything has a density and that such density moves. The foundation of HMKK science is merely three simple equations, plus an extra one for clarity. They are: Force, which = pressure × adversity. Pressure, which = force × adversity. Adversity, which = action × action. And last but not least, the extra equation, Achievement, which = force. You will find I use Simple names to explain things, and find I don't use symbols to represent actions, this is because I aim to make a science that is easy, simple, organized, and precise. Nonetheless, I do have symbols that I use. Tell me you would like to see them and I shall give to you. Now, let's dive into actions. We start with force:

Force = pressure × adversity.

- Depending on the pressure and the adversity pressure faces will pressure move = force. Force is a pressure always moving in adversity. A force can have multiple adversity.

Pressure = force × adversity.

- When a force meets into adversity, adversity slows down or halt force, causing a pressure of force.

Adversity = action × action.

- Adversity = force × force or pressure × pressure, I just use action × action. If two action hasn't interacted with each other, they are force × force. If two forces interact with each other, they are now pressure × pressure as they both build pressure to try to outdo each other. The first action is the observer, while the second action is adversity. However, the

first action in this equation is adversity as it is adversity that is being observed, which goes to tell that the observer is adversity for adversity, for adversity sees itself as the observer.

Achievement = new force.

- When I achieve a new force, I call it achievement.

Now let's put all those together to understand: raindrop in air, falling = force. Raindrop hits ground = pressure. Ground and air = adversity. Pressure channels ground = achievement, aka new force. If we wanted to show that this process can go to infinity, then there would be no need for the usage of achievement: force × adversity = pressure × adversity = force × adversity = pressure × adversity = force × adversity = pressure × adversity = force × adversity = pressure × adversity = force × adversity = pressure × adversity = force × adversity = pressure × adversity = force × adversity = pressure × adversity = force × adversity = pressure × adversity = force × adversity = pressure × adversity, and so on.

Congratulations, you made it through the fundamental equations! If what I teach is correct, there can't be a beginning to action because force needs pressure and adversity to be force in the first place. And pressure needs force and adversity to be pressure in the first place. And adversity is force or pressure. So, based on the math, there can't be a beginning of an action. But the universe is an action, so how can the universe have a beginning? This is why this is a new science, because it looks at the Universe from a different P.O.V.

<u>Elemental equations of force</u>

You may have to go over them all to understand each.

Release = compulsion × adversity.

- Depending on the compulsion and the adversity compulsion faces will compulsion move = release. Release comes under push.

Relieve = tension - adversity.

- Depending on the tension of an action and the adversity that's subtracted from the tension of the action will tension relieve. You pull an elastic band and let go, the elastic band relieve. Relieve comes under pull.

Push = compulsion $< \times$ adversity of compulsion.

- Depending on the compulsion of an action $\times$ the compulsion of a superior adversity of compulsion, will action of compulsion move = push. Or it can flip: compulsion $> \times$ adversity. Push comes under force.

Pull = tension $\times$ adversity.

- Depending on the tension and the adversity tension faces, will tension move = pull. Pull comes under force.

Elemental equations of pressure

Compulsion = force $\times$ adversity.

- Compulsion is a pressure, which comes in together. If you pump air into a bicycle tire, that equals compulsion.

Tension = force $\times$ adversity.

- Tension is a pressure that stretches. If you pull an elastic band, that equals tension.

Elemental equations of adversity

Adversity-A = action $\approx \times$ action.

- Adversity-A is an adversity which an observed action cannot channel through. Stone cannot channel through stone.

Adversity-B = action » × action.

- Adversity-B is an adversity which an observed action can channel through. Light channeling through glass.

Elemental equations of achievement

Many there must be, only a few I know of, but the ones that appear to be most important I invested in, the rest will have to come later on. Our first stop: reflection.

Reflection = compulsion × adversity.

- When a compulsion meets into adversity, it can do many things, one of those things is reflection. When compulsion can't release in adversity, It reflects, for pressure must be released. And depending on the strength of the compulsion, will the reflection angle. Note: reflection in HMKK science Is universal, it goes not only for light. And no matter how curved something looks, it is never curved. The ones that look curved have multiple smaller straightness, giving that illusion. If you zoom in, you will find the different straightness. Reflection comes under achievement.

Spiral = internal spiral + external spiral.

- Spiral is when an achievement is both internal spiral in external spiral. Spiral comes under reflection.

Internal spiral = reflection³(+).

- In this equation "$^3{}^\wedge(+)$" means three reflections or more. If reflection is both angles of incident and angle of reflection, then three or more reflections can equal internal spiral. Once the second angle of reflection meets into the first angle of incident, aka adversity, and reflects inward, then an internal spiral will be achieved. Second angle of reflection could reflect on anything, aka adversity, adversity doesn't have to be any of the previous angles of incident, all it has to do is cause an internal reflection. Internal spiral comes under reflection.

External spiral = internal spiral × adversity.

- External spiral is when internal spiral meets adversity and has to reflect externally. Most times adversity is internal spiral itself. External spiral comes under reflection.

Excavation = compulsion × Adversity.

- Excavation is when compulsion digs through adversity. For instance, every move we move we dig through adversity, aka our atmosphere. Or imagine letting go of a ball from N meter in the sky, letting the ball drop into mud. Excavation comes under achievement.

Food = force - (E) = growth.

- (E) means: eventually. You don't need to understand (E) = growth as yet. What you need to know is that food is any force that started a growth. Imagine air condensate to liquid, then air is liquids food. Food doesn't come under anything, food = force. When describing growth, I use food instead of force.

Channel = pressure × adversity-B.

- Channel is when pressure passes through adversity-B. For example: light passing through glass. Channel comes under achievement.

Sweat = food × growth.

- I don't understand sweat that much, but sweat appears to be the right amount of food channeling its growth, which keeps such growth at a relative density. Sweat won't exactly = food, for food inside body mix with other actions = a slight difference in density. Sweat comes under channel.

Expansion = compulsion × force.

- When force keeps adding to a compulsion, compulsion gets bigger. For example: throwing half cup of water inside a cup half-full of water = expanded water = full cup of water. Expansion comes under achievement.

Sweat-B = expansion of sweat.

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- Sweat-B is when sweat or other relatively equal channel expands inside an adversity-B. I know two ways of achieving this: sweat-B1 = action × Adversity-A. When an action faces adversity-A it will put X amount of pressure on action which can cause action to crush at places, which will then squeeze sweat to other places which will then multiply sweat at those places and can dilute action, which then = even more sweat-B. Or by: sweat-B2 = action × channel. When an action faces channel, such channel can penetrate action and can add to sweat, by growth or by equality, which = sweat-B. Sweat-B comes under expansion.

Sweat-C = release of sweat-B.

- Sweat-C is when sweat-B leaves an observed action. While sweat and sweat-B = food, sweat-C is differentiated, sweat-C can equal food but it can also equal food of food, or food of food of food, etc. Take for example: if liquid is dirt's food, when dirt sweat-Cs it can equal gas. Sweat-C comes under achievement.

Dilution = action × sweat-B.

- When an action gains sweat-B, sweat-B dilutes action. Matters not, how little or how greatly it dilutes. If water is the sweat of dirt, and I add water to dirt, dirt will dilute, no matter how little. dilution comes under achievement.

Condensation = dilution × sweat-C.

- When a dilution sweat-Cs, the density of dilution will condensate. In other words, dilution will turn into a greater density, the more sweat-B leaves it. Imagine water = action. You add heat = sweat-B, to water. Based on the equation, water will be diluted, so water at that point should be less dense, and then there is heat going up into the air = sweat-C. So, water now = dilution, water sweat-Cs, there must be condensation, if add enough heat and give it certain time, maybe you look in the water and find some close to solid action, which may be diluted by water after water cools, which will make water denser than it was before heat added to it. Condensation comes under achievement.

Growth = condensation × expansion.

- When something is growing, it is condensing and expanding. Growth comes under achievement.

Particle(s)-A = action × growth¹(+).

- Particle(s)-A is one or more growth inside an action. Every action has infinite particles-A, and every action is a particle-A. Particle(s)-A comes under growth.

Cessation = growth - food.

- When an action stops growing, it is no longer a growth, it now is a cessation. For an action to stop growing, it must no longer get food. That could be perhaps, by many ways, 1: the growth could outgrow its food, now requires a new food. 2: food is taken away from growth. cessation comes under achievement.

Decay = cessation × sweat-C.

- When a cessation sweat-Cs X amount of its sweat, the body of the cessation will start to drop off pieces of itself (which I call particles-B) because the sweat which should keep the cessation together is being taken away. You will find that parts of an action = cessation. While other parts = growth. Decay comes under achievement.

Particle(s)-B = cessation × sweat-C.

- Decay is the process, while particles-B are the achievements. Particle(s)-B comes under decay.

Cancellation = pressure = × adversity.

- Nothing ever cancels, because no two pressure is ever equal. But relative to an observer, they see the illusion as though actions cancel, and that's the calculation I speak of, the calculation of the illusion. Such is when pressure meets into equal adversity (relative to), and remember, adversity here is pressure, so now they cancel each other out (relative to). Cancelation comes under achievement.

A very important equation I couldn't share, for I don't understand it as yet: I call it bubble(s), it seems to have many elements and reveals much truth. What I see from this equation is: well, imagine we are in one of the layers of earth, this equation tells that the layer above our layer doesn't have to be denser, it could be less dense. The

layer below our density doesn't have to be denser, it could be less dense. Dilution can cause a bubble, but hey, I will make clear of this another time.

Bang = food × adversity = compulsion × adversity = compulsion × sweat = sweat-B × compulsion = dilution × sweat-C = condensation × expansion = growth.

- What this says is: food meets adversity will equal compulsion. Compulsion will start to crush, facing adversity, and the sweat of compulsion will start to multiply at places = sweat-B. Now sweat-B is mixing with compulsion = dilution. (Which such dilution can add to the parts of compulsion that are not yet diluted and cause it to dilute). Dilution will start to sweat-C, and depending on the rate of sweat-C, dilution will condensate = condensation. When condensation expands, that = growth. I used "(E) = growth" earlier, now you know that when I say "(E) = growth", it means I'm shortening the full equation to growth.

Life span = food × adversity = compulsion × adversity = compulsion × sweat = sweat-B × compulsion = dilution × sweat-C = condensation × expansion = growth - food = cessation × sweat-C = decay.

- Life span is everything I just explained about bang plus this: when food is taken away from growth, growth will become cessation, and when cessation sweat-Cs, such will = decay.

How beautiful these are? These never cease to amaze me. And where growth lies, these are the equations I'll use to make sense of such. I took bang from the big bang, I love the name. But I don't need to tell you that HMKK science doesn't support the big bang.

Density

Existence = action × infinity.

- Existence is countless actions, all have different sizes. Existence is just another name for the universe or just another name for matter.

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Density = action × existence.

- Density is the amount of existence inside an action.

Those two are what I found. If existence = action × infinity, and existence = the universe, then let's create a list of all the infinite negative and positive densities, starting from 1. I start from space1 to space2 all the way to space∞. Then I go from space1 to space-2 all to space-∞. (-) being negative. I let the superior densities be negative, while the inferior densities are positive (it should be the other way around but because we will focus more on things like light etc, I call them the positive densities). I let space1 be space. So I don't call space1 space1, I call space1 space. Based on the laws we talked about earlier, we know that space grows into gas, and gas grows into liquid and liquid grows into solid. So now I do this:

Space-5 = solid2
Space-4 = solid.
Space-3 = liquid.
Space-2 = gas.
Space = space.
Space2 = light.
Space3 = electro.
Space4 = neutrino.
Space5 = neutrino2.

Just like "1, 2, 3, 4, 5, 6, 7, 8, 9" having infinite fractions, it's the same with the densities provided above. For instance some of liquid's elements are: magma, water, oil, etc. And some of gas's elements are: oxygen, carbon dioxide, etc. All of the elements of the density table above have infinite elements. Electro is every density with an electrical charge. Dimension is universal, so I can't call spaces 3D, 4D, 5D, etc, officially. Dimension for density starts at 3D, if light is a higher dimension, and 3D = space, then light = 4D, and gas = -4D. 2D is observer × POV of a Dimension 3D or higher. 1D has nothing to do with density, but the movement of density. Neutrino-2 channels neutrino, neutrino channels electro, electro channels light, light channels space, space channels gas, gas channels liquid, liquid channels solid, solid channels solid-2, etc. Neutrino2 × adversity (E) =

neutrino × adversity (E) = electro × adversity (E) = light × adversity (E) = space × adversity (E) = gas × adversity (E) = liquid × adversity (E) = solid × adversity (E) = solid2.

Side pieces

Gravity = Release Of Sweat-B Of Gas. Which In Density: Gravity = Space.

Growing Up There Was A Thing About Cancer That Always Puzzled Me, How Is It Cancer Is Right Here, And Affects The Whole Body That Greatly. A Few Months Back I Said To Myself, Something I'm Missing, So I Dug, Which Assisted Me To Developed HMKK Science, And Then, That Puzzling Question, I Had An Answer To:

Cancer = Food × Adversity = Pressure × Adversity (E) = Release Of Sweat-C (CE) = Growth. (CE) Means: Continuous/Eventually. Meaning We Are Continuing The Equation. So, Here, You Know I'm Not Speaking Of The Growth Of Sweat-C.

Yes, It Says That Cancer Do Grow, But What Is Most Important About This Equation Is Sweat-C. Cancer Has A Sweat-C Going Around The Body, And I Think Such Sweat-C Is What's Killing Folks, Not The Growth, Which = Cancer. Sweat-C Of Cancer × Human Body (E) = A Faster Cessation. Sweat-C Of Cancer ≈ Food Of Cancer, So Sweat-C Of Cancer Can Become The Food Of The Bang Of Other Growths = Spread Of Cancer.

I Somewhat Calculated A Cure For Cancer Few Months Ago, But Now, I'm Not So Sure, Maybe It Was More Of A Way Of Living Longer With Cancer, I Don't Know. But I'll Post The Equation After I Go Over It Again.

I'm Freaked Out About HMKK Science, To Be Honest. I'm A Realist, I Know All Great Ideas Have Flaws, So I Know HMKK Science Can't Be Perfect, But 99%, I Want To Know This Is A Great Idea. However, 1% Of Me, And I'm Being Truthful Here, Just Want Someone To Say Truthfully: Wake Up Boy, You're Delusional. I Guess I Feel It's Wrong Because I Don't Understand How Something Could Be So Easy, Relative To The Current Methods. I Mean, There Are Questions That Are Centuries Old That HMKK Science Appears To Be Giving Answers To Easily. When I Think From A Non-mathematician's P.O.V., I'm 99% Doubtful Of HMKK Science.

I'm Angry, I'm Scared, I'm Pissed, I'm Hopeful, Optimistic, Pessimistic, Disappointed, Proud, This Is What This Darn Thing Does To Me. However, I have some important words.

As I Said In The Beginning, This Is A Development, It Is A Science. HMKK Science Is Not Static. It Should Always Be Modified And Simplified Because No Matter How Much It Works, There Will Be Errors, And Better Ways Of Explaining The Universe. We Must Choose Easier Words, Words That Will Give The Reader A Clear Understanding Of What You Are Trying To Say Without Telling The Meaning. I Probably Failed HMKK Science Somehow, But You Are There To Help Make The Changes. Science Can Be Easy As 1 2 3. Let HMKK Science Be Studied At The Kindergarten Level, That's How Simple, And Simpler You're Trying To Get The Science. There Are Mathematicians, Who Will Perhaps, Instantly Pick Up On Flaws In HMKK Science, Which Is Good. Let's Make This Science Close To Perfect. We Need Protection On Our Little But So Huge Planet, We Also Need Simplification For A Better Lifestyle, Life Should Be A Vacation, But First, We Must Polish A Grand Understanding Of The Universe, My Science Is The Right Candidate. Always Remember, The Person Should Matter, But Never More Than What They Have To Offer.

<u>Thank you for reading.</u>